UNITED STATES PATENT AND TRADEMARK OFFICE

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EXAMINER
JONES, MARCUS D

ART UNIT	PAPER NUMBER
3714	

NOTIFICATION DATE	DELIVERY MODE
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

pto-sl@huschblackwell.com

PTOL-90A (Rev. 04/07)

	Application No.	Applicant(s)
Office Action Summary	10/599,637	YOO, WON-SEOK
	Examiner	Art Unit	
	MARCUS D. JONES	3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1) ☒ Responsive to communication(s) filed on *01 August 2008*.
2a) ☒ This action is **FINAL**.   2b) ☐ This action is non-final.
3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4) ☒ Claim(s) *1-5 and 8-22* is/are pending in the application.
   4a) Of the above claim(s) _____ is/are withdrawn from consideration.
5) ☐ Claim(s) _____ is/are allowed.
6) ☒ Claim(s) *1-5 and 8-22* is/are rejected.
7) ☐ Claim(s) _____ is/are objected to.
8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9) ☐ The specification is objected to by the Examiner.
10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
   Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
   Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
   a) ☐ All   b) ☐ Some * c) ☐ None of:
      1. ☐ Certified copies of the priority documents have been received.
      2. ☐ Certified copies of the priority documents have been received in Application No. _____.
      3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
   * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08)
   Paper No(s)/Mail Date *IDS (9 August 2008)*.

4) ☐ Interview Summary (PTO-413)
   Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____ .

DETAILED ACTION

Response to Amendment

The amendment filed on 1 August 2008 in response to the previous Non-Final

Office Action (1 May 2008) is acknowledged and has been entered.

Claims 1-5 and 8-22 are currently pending.

Claims 6 and 7 are cancelled.

Claim Rejections - 35 USC § 112

1.   The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly
> claiming the subject matter which the applicant regards as his invention.

2.   Claims 12-22 are rejected under 35 U.S.C. 112, second paragraph, as being

indefinite for failing to particularly point out and distinctly claim the subject matter which

applicant regards as the invention.

3.   In reference to claims 12 and 20, section b states, "selecting a specific random

channel according to the determined game behavior pattern of the user (where the

random channel cannot be directly selected by the user)" It is unclear if the contents of

the parenthesis are claim limitation or not. Appropriate correction is required.

4.   Claims 13-19, 21 and 22, are rejected as being dependent upon claims 12 and

20.

Claim Rejections - 35 USC § 103

1.   The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all

obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set
> forth in section 102 of this title, if the differences between the subject matter sought to be patented and
> the prior art are such that the subject matter as a whole would have been obvious at the time the
> invention was made to a person having ordinary skill in the art to which said subject matter pertains.
> Patentability shall not be negatived by the manner in which the invention was made.

2.   The factual inquiries set forth in *Graham* **v.** *John Deere Co.*, 383 U.S. 1, 148

USPQ 459 (1966), that are applied for establishing a background for determining

obviousness under 35 U.S.C. 103(a) are summarized as follows:

    1.   Determining the scope and contents of the prior art.
    2.   Ascertaining the differences between the prior art and the claims at issue.
    3.   Resolving the level of ordinary skill in the pertinent art.
    4.   Considering objective evidence present in the application indicating
           obviousness or nonobviousness.

3.   Claims 1-3, 8-18 and 21-22 are rejected under 35 U.S.C. 103(a) as being

unpatentable over Oh (US PGPub 2005/0171998) and in view of Farnham et al. (US

PGPub 2005/0192097).

        In reference to claims 1, 12 and 21, Oh discloses a system for providing a game

service to a plurality of users, an online game service system comprising: a channel

database, the channel database storing random channels for at least one game and

data on game rooms generated at the random channels (pg 2, par 27); a channel

server, the channel server selecting one of the random channels in the channel

database according to the respective users' game behavior pattern information stored in

the user behavior pattern database, the channel server providing data on game rooms

generated in the selected random channel, and the channel server controlling access to

a selected game room when the user selects the game room (pg 3, par 29); and a game

server, the game server providing a game service to the users who have entered

respective game rooms by the channel server (pg 2, par 29). Oh fails to specifically

disclose a user behavior pattern database and a game server determining game

behavior patterns of the respective users who play the game based on the respective

users' actual playing of the game. Farnham teaches a user profile that can contain a

number of different parameters associated with the user (pg 4, par 44) that is connected

to a network database (pg 9, par 67). Farnham further teaches collaborative filtering in

the matchmaking system to match users by certain criteria based upon the response of

others as well as the user (pg 8, par 65). Farnham also teaches that the collaborative

filtering methods produce ratings of an individual, a game and/or an experience and

may be based on computation of various types of information, such as responses from

a user after a game has been player (pg 7, par 61).

It would have been obvious to a person having ordinary skill in the art at the time

of the invention to have modified Oh in view of Farnham to include a user profile and a

matchmaking system to match gamers which desire to play others with similar game

play characteristics.

In reference to claim 2, Oh and Farnham discloses the invention substantially as

claimed. Farnham further teaches wherein the user behavior pattern database

comprises: a user behavior pattern reference database for storing the at least one

behavior pattern classification references for classifying game behavior patterns (pg 4,

par 44); and a user behavior pattern information database for storing the behavior

pattern classification information for respective users (pg 9, par 67).

In reference to claim 3, Oh and Farnham discloses the invention substantially as claimed. Oh further discloses wherein the channel server controls access to the random channel for the users who have the same or similar game behavior patterns (pg 3, par 37).

In reference to claim 8, Oh and Farnham discloses the invention substantially as claimed. Oh further discloses wherein the channel database further stores a list of general channels for each channel and data on game rooms generated at the general channel (pg 2, par 27), and the channel server refers to the channel database and provides data on the general channel for each channel and game rooms generated at the general channel, and controls the user to play the game through the game server in the selected game room when the user selects a specific game room in the general channel (pg 1, par 7).

In reference to claim 9, Oh and Farnham discloses the invention substantially as claimed. Oh further teaches a channel displaying component, the channel displaying component displaying a channel display for entrance to a random channel to the user by referring to the channel database (pg 3, par 36); a game room displaying component, the game room displaying component displaying a list of game rooms in a determined random channel to the user by referring to the channel database when the random channel is determined by the random channel controller (pg 3, par 36); and a channel controller, the channel controller controlling the user to enter the random channel and select and enter a game room in the corresponding channel by controlling the channel displaying component, the random channel controller, and the game room

displaying component (pg 3, par 38). Farnham further teaches a random channel controller, the random channel controller controlling the user to select and enter one of the random channels in the channel database according to the corresponding user's game behavior pattern stored in the user behavior pattern database when the entrance to the random channel is selected through the channel displaying component (pg 1, par 5 and pg 4, par 44).

In reference to claim 10, Oh and Farnham discloses the invention substantially as claimed. Farnham further teaches wherein the random channel controller comprises: a user behavior pattern determination module, the user behavior pattern determination module determining a game behavior pattern classification of the user having selected the random channel by referring to the user behavior pattern database (pg 4, par 44); and a channel determination module, the channel determination module determining a random channel that the corresponding user will enter from among the random channels in the channel database based on the users' behavior pattern classifications determined by the user behavior pattern determination module (pg 6, par 55).

In reference to claim 11, Oh and Farnham discloses the invention substantially as claimed. Farnham further teaches wherein the Internet game service system (pg 1, par 7) comprises: a user behavior pattern monitoring module, the user behavior pattern monitoring module monitoring the users' behavior patterns of playing the game by referring to the respective behavior pattern references in the user behavior pattern database (pg 9, par 69); a user behavior pattern determination module, the user behavior pattern determination module finally determining the respective users' behavior

patterns of playing the game by using game behavior pattern information of the users

monitored by the user behavior pattern monitor while the users play the game or when

the game is over (pg 7, par 61); a user behavior pattern recording module, the user

behavior pattern recording module storing the respective users' behavior patterns of

playing the game determined by the user behavior pattern determination module in the

user behavior pattern database for the respective users (pg 9, par 67); and a game

controller, the game controller controlling the progress of the game by referring to a

game rule established for each game so that the users may play the game, and

controlling the respective users' behavior patterns of playing the game determined by

the user behavior pattern monitor and the user behavior pattern determination module

to be recorded in the user behavior pattern database through the user behavior pattern

recording module while the users play the game or when the game is over (pg 7, par

61).

In reference to claim 13, Oh and Farnham discloses the invention substantially

as claimed. Oh further discloses displaying a list of general channels for the game

selected by the user and an entrance to the random channel (pg 3, par 36). Farnham

further teaches receiving the user's game behavior pattern from a storage unit storing

users' game behavior patterns when a display for the entrance to the random channel is

selected by the user (pg 9, par 68).

In reference to claim 14, Oh and Farnham discloses the invention substantially

as claimed. Farnham further teaches wherein the step b) comprises selecting the

random channel so that the users who have the same or similar game behavior patterns may enter the same random channel (pg 9, par 68).

In reference to claim 15, Oh and Farnham discloses the invention substantially as claimed. Farnham further teaches that if all player spots have been filled that the matching process ends (pg 6, par 53). However, it would have been obvious to a person having ordinary skill in the art at the time of the invention to create a room for players that have not been matched to play together.

In reference to claims 16 and 17, Oh and Farnham discloses the invention substantially as claimed. Farnham further teaches wherein one of random channels is automatically randomly selected when a plurality of random channels that the users who have the same or similar game behavior patterns have entered are provided and wherein game behavior pattern information other than the user's game behavior pattern information used when the user have entered the random channel is used when the random channel for the user is selected (pg 9, par 69).

In reference to claim 18, Oh and Farnham discloses the invention substantially as claimed. Farnham further teaches wherein the step d) comprises: i) monitoring the users' game behavior patterns while the game is played (pg 9, par 69); ii) analyzing the users' game behavior patterns according to the monitored results when the game is over (pg 7, par 61); iii) determining the users' game behavior patterns according to the analysis results (pg 7, par 61); and iv) recording the determined users' game behavior patterns for the respective users (pg 9, par 67).

In reference to claim 22, Oh and Farnham discloses the invention substantially

as claimed. Farnham further teaches wherein the game server determines game

behavior patterns of the respective users who have played the game (pg 8, par 65).

4.   Claims 4, 5, 19 and 20 are rejected under 35 U.S.C. 103(a) as being

unpatentable over Oh (US PGPub 2005/0171998) and Farnham et al. (US PGPub

2005/0192097) as applied to claims 1-3, 8-18 and 21-22 above, and further in view

of Rowe (US 6,645,077).

In reference to claim 4, Oh and Farnham discloses the invention substantially as

claimed. Farnham further teaches creating a profile of users with a number of user

parameters (pg 4, par 44). Farnham teach using a play style category of whether the

user is honest/trustworthy (pg 2, par 25). The honest/trustworthy parameter is based

upon whether a player tends to deceive other during the game. Farnham also teaches

a category of general skill level (pg 2, par 27). The general skill level identifies the

expertise of a player for a game category, game type or a page. General skill levels

include, novice, advanced, expert and win/lose ratio. Rowe teaches storing game

information such as amount bet per game as game data (col 9, ln 65-67).

It would have been obvious to a person having ordinary skill in the art at the time

of the invention to have modified Oh and Farnham in view of Rowe to include storing

and analyzing game data to measure game performance to include in the user profile.

In reference to claim 5, Oh and Farnham in view of Rowe discloses the invention

substantially as claimed, but fail to explicitly disclose a channel reference active at a

specific channel and a bet reference without bets when no compliant users are provided. Farnham teaches matching users with other users that have similar interest. It would have been obvious to a person having ordinary skill in the art to have a separate channel for those users who have been categorized as deceitful or untrustworthy to increase game security and excitement for other users. It would have also been obvious to a person having ordinary skill in the art at the time of the invention to restrict wagering privileges of those users who are not trustworthy. For example, it is customary in a casino to remove a player that has been found to be cheating in turn revoking their betting privileges.

In reference to claim 19, Oh and Farnham discloses the invention substantially as claimed, but fail to explicitly disclose recording and analyzing the amount of bets per game for gaming terminal. Rowe teaches storing game transaction information such as coin-in, coin-out, and amount bet per game. Rowe also teaches the data may be used by analysis tools to generate certain game performance information (col 9, ln 65- col 10, ln 10).

In reference to claim 20, Oh discloses: a method for providing a game service to a plurality of users, an online game service method comprising: b) selecting a specific random channel according to the determined user's game behavior pattern (where the random channel cannot be directly selected by the user) (pg 2, par 27); c) displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms (pg 2, par 29); and d) controlling the users to play the game in the game room at the specific random channel selected by the user, and

concurrently analyzing and recording game behavior patterns of the users who play the

game (pg 2, par 29). Oh fails to specifically disclose determining a user's game

behavior pattern, based on the user's actual playing of the game and wherein the users'

game behavior pattern references include at least one of a classification of collaborative

users for deceit and, classification following game usage, and a classification depending

on bets. Farnham teaches a user profile that can contain a number of different

parameters associated with the user (pg 4, par 44) that is connected to a network

database (pg 9, par 67). Farnham further teaches collaborative filtering in the

matchmaking system to match users by certain criteria based upon the response of

others as well as the user (pg 8, par 65). Farnham also teaches that the collaborative

filtering methods produce ratings of an individual, a game and/or an experience and

may be based on computation of various types of information, such as responses from

a user after a game has been player (pg 7, par 61).

It would have been obvious to a person having ordinary skill in the art at the time

of the invention to have modified Oh in view of Farnham to include a user profile and a

matchmaking system to match gamers which desire to play others with similar game

play characteristics.

Farnham also teach using a play style category of whether the user is

honest/trustworthy (pg 2, par 25). The honest/trustworthy parameter is based upon

whether players tends to deceive others during the game. If a group of players in a

game room have all been designated as dishonest/untrustworthy, then there is clear

intent for collaborative deceit and a user would not be allowed to enter the game room.

Farnham also teaches a category of game usage (pg 2, par 27, *general skill level*). The

general skill level identifies the expertise of a player for a game category, game type or

a page. General skill levels include, novice, advanced, expert and win/lose ratio. Rowe

teaches storing game information such as amount bet per game as game data (col 9, ln

65-67).

It would have been obvious to a person having ordinary skill in the art at the time

of the invention to have modified Oh and Farnham in view of Rowe to include storing

and analyzing game data to measure game performance to include in the user profile.

Response to Arguments

5.   With respect to claims 1, 12, 20 and 21, Applicant asserts that neither Farnham

nor Oh disclose "the claimed invention as amended determines game behavior patterns

of the users who play the game based on the respective users' actual playing of the

game and the channel serve disclosed by the present applicant selects one of the

random channel for the game in accordance with the respective users' game behavior

pattern information." (Remarks, pg 15)

6.   The Examiner respectfully disagrees.

7.   Farnham further teaches collaborative filtering in the matchmaking system to

match users by certain criteria based upon the response of others as well as the user

(pg 8, par 65). Farnham also teaches that the collaborative filtering methods produce

ratings of an individual, a game and/or an experience and may be based on

computation of various types of information, such as responses from a user after a

game has been played (pg 7, par 61). As can be appreciated, when a user inputs

information of another users' play style, etc. the user must have played a game with that

user on which to base their response.

8.   With respect to claim 20, Applicant asserts that "Farnham cannot prevent a

multiple collaborative users from accessing a same game room because collaborative

deceit for the game cannot be identified when the users access the game room." Also,

"Farnham does not teach or suggest how the collaborative deceit can be identified from

the user's playing of the game."(Remarks, pg 16)

9.   Farnham's honest/trustworthy parameter is determined from other users who

have played a game with the present users and have surveyed their experience. The

honest/trustworthy parameter is based upon whether players tends to deceive others

during the game. If a group of players in a game room have all been designated as

dishonest/untrustworthy, then there is clear intent for collaborative deceit and a user

would not be allowed to enter the game room. Farnham also teaches a category of

game usage (pg 2, par 27, *general skill level*). The general skill level identifies the

expertise of a player for a game category, game type or a page. General skill levels

include, novice, advanced, expert and win/lose ratio. Rowe teaches storing game

information such as amount bet per game as game data (col 9, ln 65-67).

10.   Applicant also asserts that "Farnham et al. teaches away from its combination

with the server's selection of a game room for a user, elimination the user's intention."

(Remarks, pg 17)

11.   The Examiner again respectfully disagrees.

12.   Farnham teaches a matchmaking server 520 can compare the profile of a user at a computer to see if it meets the requirements for the host game of another user. If so, the matchmaking server 520 can match the user to host game of another user (pg 6, par 55).

Conclusion

13.   The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Ach, III (US 6,996,444) describes rating the performance of a contest participant. Breese et al. (US 6,353,813) describes a method of matching entities using collaborative filtering. Chislenko et al. (US 6,092,049) describes a method for recommending items to users using automated collaborative filtering. Amaitis et al.(US PGPub 2007/054739) describes a peer-to-peer gaming system.

14.   Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any

extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of

the advisory action. In no event, however, will the statutory period for reply expire later

than SIX MONTHS from the date of this final action.

Any inquiry concerning this communication or earlier communications from the

examiner should be directed to MARCUS D. JONES whose telephone number is

(571)270-3773. The examiner can normally be reached on M-F 9-5 EST, Alternate

Fridays off.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, John M. Hotaling can be reached on 571-272-4437. The fax phone number

for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the

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you have questions on access to the Private PAIR system, contact the Electronic

Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a

USPTO Customer Service Representative or access to the automated information

system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Marcus D. Jones/   /John M Hotaling II/
Examiner, Art Unit 3714   Supervisory Patent Examiner, Art
                                                         Unit 3714